DOCUMENT RESUME

ED 348 289 SO 022 274

AUTHOR Richmond, Julie A.; And Others
TITLE Piecing Together the Roman Empire: A Story of Discovery and Triumph.
PUB DATE 92
NOTE 84p.
PUB TYPE Guides - Classroom Use - Instructional Materials (For Learner) (051) -- Guides - Classroom Use - Teaching Guides (For Teacher) (052)

EDRS PRICE MF01/PC04 Plus Postage.
DESCRIPTORS *Ancient History; *Instructional Materials; Intermediate Grades; Junior High Schools; *Middle Schools; Social Studies; *Student Projects; Teaching Methods
IDENTIFIERS *Roman Empire

ABSTRACT

This story, written by middle school students and their teacher at Kingsbury School in Michigan, concerns the Ancient Roman Empire and is designed to be used to teach other middle school students. The story depicts a quest to reconstruct the Roman Empire from its beginnings as Ancient Italy, as a republic in the sixth century B.C., to the height of the Empire in 117 A.D., and to Byzantium in 330 A.D. A physical reconstruction takes place as students journey through time with imaginary peers, searching for pieces of the puzzle that will put together an ancient geographical map representing the Roman Empire. Students participate in activities and adventures with ancient figures such as Romulus and Remus, Hannibal, Julius Caesar, Philip of Macedon, and Constantine. A bibliography, a list of suggested activities, and the maps to be used with the story are included. (DB)

****
* Reproductions supplied by EDRS are the best that can be made *
* from the original document. *
****

ED348289

PIECING TOGETHER

THE

ROMAN EMPIRE–

A Story of Discovery and Triumph

U.S. DEPARTMENT OF EDUCATION
Office of Educational Research and Improvement
EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)

X This document has been reproduced as received from the person or organization originating it.

☐ Minor changes have been made to improve reproduction quality.

• Points of view or opinions stated in this document do not necessarily represent official OERI position or policy.

"PERMISSION TO REPRODUCE THIS MATERIAL HAS BEEN GRANTED BY

JULIE A. RICHMOND

TO THE EDUCATIONAL RESOURCES INFORMATION CENTER (ERIC)."

Written by:

Sarah Kirshner
Kevin Kuffa
Travis Kunst
Stephanie Kurtz
Josh McDowell
Kurt Medland
Colleen O'Connor
Naveen Reddy
Mrs. Julie Richmond, Social Studies Teacher.

SO 022 274

BEST COPY AVAILABLE

Dedicated to our friend,
Caroline O'Connor.
With a broken leg, she could not
participate in the creation of this adventure.
We miss you Caroline!

TO THE TEACHER-

After completing the "GREEKS" simulation, (created by Interact) last fall, I began to glance through my curriculum outline for the next unit of study, Ancient Rome.

My students had thoroughly enjoyed our simulation of Ancient Greece and the thought of teaching this next unit seemed overwhelming. There was what seemed to be a staggering amount of material to cover and some of the concepts would be difficult to teach in a manner that would help my students retain the necessary information. Most middle school students are far too concerned with their appearance, peers, and the opposite sex to focus in on Ancient Rome during its early development when it became a Republic and an Empire. This certainly would be a challenge!

I did have considerable faith in my students, however, and remembered that the best way to learn any content area is to have to teach it.

I proceeded to make a copy of my curriculum outline for each student and then presented it to them, explaining that all of the items listed on the outline needed to

be covered. Then I posed the question: How could we teach this material to another class, keep it interesting, and even make it a memorable experience?!

Having a Masters Degree in Curriculum, Instruction, and Leadership, I suppose that I could have put together a fairly interesting unit. However, I never would have imagined that my students could put together a unit of study that is all inclusive! It has a story complete with drama and adventure that deals with teenagers and their feelings. It not only includes all of the necessary information that needs to be covered within the teachers curriculum guide, but the reader will actually become a part of the story of Ancient Rome and meet some of the key figures in the history of our world.

The students also put together the list of suggested activities (located at the end of the story) to go along with each section. We have even included enlarged photo-copied "puzzle pieces" to allow your students the opportunity to put together the Roman Empire, (using the bulletin board for a large map). The pieces can be put up in the order of the story, which also follows the order in which each country or province became a part of The Roman Empire in ancient history (You could also create a time-line to go along with the story, beginning between sixth century B.C. and continuing on through 117 A.D., the height of the Roman Empire.). Our final

puzzle piece ends the story in Constantinople, 330 A.D. or B.C.E..

Most of all, this indeed was a memorable experience for my kids. I believe that each one of them could teach this unit themselves now, and I'm proud of them. What at first seemed to be a monumental task has now become an unforgettable experience.

I am certain that your students will enjoy learning about Ancient Roman History using this story. It is geared specifically toward middle school age children.

Use it as a base and allow your students to complete a more comprehensive or inclusive study on the content through research...and the activities following the story.

Then have the students act as "teacher." After all, middle school children are the authority in today's world...aren't they?

For more information regarding this teaching unit, please contact:

Mrs. Julie A. Richmond
Kingsbury School
5000 Hosner Rd.
Oxford, MI 48370

Phone: (313)628-2571

To the Reader

Welcome! You are about to embark on an adventure filled with mystery and intrigue, fear and conquest, challenge and reward. Fear not for you will be accompanied by a group of four brave young souls, determined to complete the task set before them.

This story depicts a quest to reconstruct the Roman Empire from its beginnings as Ancient Italy, a Republic between the sixth century B.C., to the height of the Empire's reign in 117 A.D. and beyond to Byzantium, 330 A.D.

A physical reconstruction will take place as students journey through time with their imaginary peers, searching for pieces of the puzzle that will actually put together an ancient geographical map representing the Roman Empire as it was in history. The students will participate in activities and adventures together with ancient characters such as Romulus and Remus, Hannibal, Julius Caesar, Philip of Macedon, Constantine, and more.

They will find themselves participating in a meeting with Julius Caesar, a Gladiator fight, a trek down an ancient Roman road, a side trip to Mt. Vesuvius, and an unexpected voyage that takes them into the fiery siege of one of the Punic Wars, along with many other adventures.

Our four fictional children accompany you in your search to complete the puzzle and return to the present time. Below you will find a short rhyme that is actually a clue to help you unlock the mystery of the final puzzle piece. As it says, there is an authentic song that signifies the location of the last piece. You will find several more of these short rhymes within the story, representing clues as well. Best wishes as you indulge your senses while learning some fascinating history of our world!

The final piece will look like a star,
To bring them back from travels afar,
From past to present,
Though the name has changed,
The song of this capital remains the same.

INTRODUCTION

"It's alive! It's alive!" (A clicking sound is heard as the television is turned off). "Hey! We were watching that," fourteen year old Jason shouted.

"You kids can do more constructive things with your time than watching 'Attack of the Vampires from Venus,'" Jason's mother said.

"This is constructive!" ten year old Stephanie exclaimed.

"Jason, take your friends outside and go to the museum," said his mother.

"THE MUSEUM!" shouted the children in unison. With great reluctance, the friends went along with Jason's mother's wishes and were on their way to the nearby museum of ancient history.

Soon they found themselves accompanying a tour group. "And this is a statue of the late...", the Docent explained.

"This is really boring," whispered Jason.

Jason, Sarah, Stephanie, and Jamal had arrived late and were left in the back of the group.

"Hey look!" Jamal said quietly, pointing to a dark corridor on the side of them.

"Let's go explore over there on our own," Sarah said excitedly.

"We should stay with the group," Stephanie added.

"Then you can stay behind," replied Jason, and the three of them quietly slipped into the corridor unnoticed.

As Stephanie stood by herself wondering whether to follow her friends or stay with the tour, she noticed a sign lying face-down by the dark corridor. She walked over to it and picked it up.

The large bold letters read:

DANGER:
DONOTENTER

Stephanie realized that she had better find her friends before there was trouble. She began to run down the hallway...

"Hey guys, look at this!" Sarah said pointing to a golden shield laying in an open display case.

"Wow!" replied Jason as he carefully picked it up, gleaming with admiration for the piece.

"It says here that this is the *Shield of Constantine*," Jamal responded as he read the small description on the card in the display case.

"Let's look at it in the light," said Jason as he carried it over to the window. Suddenly there was a bright flash of light. Jason, startled by the light, dropped the shield, staggered backwards, and hit a pedestal with a large, ancient *High Pedestal Jar* on it.

"Oh no!" he shouted looking up at the jar swaying on the edge of the pedestal it was sitting on.

The jar began to fall...

"CATCH IT!" Sarah screamed. Just before it hit the floor, Jamal ran up and grabbed it. A small piece of wood fell out. "That was too close," Sarah replied.

"You're telling me," Jason said as he put the large jar and golden shield back

where they belong. "Hey, what was that flash of light?" he asked.

"That was the sunlight reflecting off the shield," Jamal answered in questionable relief. "Look at this!" Jamal bent over and picked up the small piece of wood. "It's a thin piece of wood cut into the shape of a boot," he continued.

"That's not a boot. That is the country of Italy." Sarah muttered, looking at it more closely.

"Hey guys!" Stephanie shrieked as she ran to her friends. "We aren't supposed to be here and we have to leave before someone realizes that we are gone and comes looking for us!" she exclaimed.

"I think she's right, guys. Let's get out of here! We're not supposed to be here!" Jason answered , his pulse quickening by the second.

"OH, I DON'T KNOW ABOUT THAT," replied a very low, scratchy bellowing voice behind them.

The four children quickly turned around to see an old, hunched over man with tangled hair and glowing red eyes. 'YOU MUST BE THE ONES... YES, YOU MUST BE THE ONES," he hissed.

"One-ones, what?" Jason stammered.

"The ones who must go back in time to ancient Rome," the old man replied.

"H-h-h-how?" Jamal squeaked.

"You will begin your journey by using the puzzle piece that is shaped as the country of **Italy**. You must place it on the map inside of the time machine. Then you must locate the other puzzle pieces in order to return to the present time," directed the old man.

"What a nut case!" Jason whispered.

"STATE YOUR NAMES!" the man boldly spoke.

"U-h-h, Sarah **Diana O**'Connor," "Jason **Bacchus R**ichmond," the children began.

"AND WHAT IS YOUR NAME LITTLE GIRL?" the man continued.

"A-h-h, Stephanie **Ceres E**dwards," she answered barely able to speak.

"My name is Jamal **Neptune M**edland," he responded, trying to remain calm.

"This proves that you are the ones," the man continued. The children looked baffled as the man proceeded to explain that their last names spelled the letters of the city of Rome and their middle names were all named after ancient Roman Gods. The man chuckled quietly as he slowly turned around and walked over to a bench.

"I think we should get out of here," Jason whispered

"This guy is totally crazy!" Sarah agreed.

The four children began running toward a red EXIT sign on the other side of the room. Jason turned around, surprised to see the old man only a few feet behind them and gaining fast. "Hurry!"

he shouted and they started running even faster.

Soon they reached the exit. "Wait!" Stephanie hesitated. "The sign on the door says 'Emergency Exit Only.' We should find another door," she said to the others.

"Get Moving!" Sarah shouted as she pulled Stephanie through the door and slammed it shut.

"Let's hide in that!" Jason said excitedly, pointing to what looked like a giant metal ball with a door on it. After a struggle, the door suddenly opened. The four children dashed inside and slammed it shut.

"Wow! Look at this thing!" Sarah replied, astonished. The inside of the large metal ball was covered with buttons, knobs, levers and lights. On one side there was a panel that looked like a map that was missing several pieces of land.

"Hey, look!" Jamal said, pointing to the panel. "This piece of wood that is shaped like Italy fits into this panel," and he pushed it into place. Suddenly the lights started flashing and the entire area began to shake.

"Quick, let's get out of here!" they shouted in unison. They all began pushing on the door but found that it was stuck.

"What's happening? We're starting to fade away!" Stephanie screamed as the vehicle , and all four children disappeared.

AN ANCIENT CELTIC FARM

Jason woke up with a severe headache and found someone shaking him. "Oh, what an awful dream!" he sighed.

"It's no dream, sleeping beauty," Sarah replied. As Jason looked up, he realized that they were still inside the giant metal ball. He saw Stephanie and Jamal sprawled out on the floor still sleeping.

When the four were all awakened, they proceeded to attempt to open the door. As they reached for it, they were astonished to see that it opened by itself.

To their dismay, the children realized that they were no longer by the museum. Instead, they saw a large, round hut made of stone. The roof looked like a thatched, upside-down ice-cream cone. "I don't think we're in Kansas any more," Jason replied with a rather nervous tone.

"Can't you be serious about anything!" Sarah answered angrily. "We just

jumped into a giant metal ball and now we are in a totally different place that we've never seen before..." Sarah stormed off into the metal ball, slamming the door behind her.

After some time, the four decided to sit down together and discuss their dilemma. "Hey, I know! Let's see what these buttons do!" Sarah said, becoming intrigued by the situation.

"This button looks interesting," Jamal replied as he pointed to a large red button.

"I don't like the way that button looks," Stephanie hesitated.

"You worry too much," Jamal said as he proceeded to push the button.

Suddenly there was another flash of light. As their eyes recovered, the four saw that four metal chairs had appeared. "Cool!" Jason howled as he sat down in one of them. The others joined him with some hesitation.

"Let's see what this does," Sarah said as she pulled a large blue lever. There was another flash of light followed by silence.

"That did a lot," Jamal replied sarcastically.

"HELLO," a strange voice began. "I am the Time Reversal Active Voice Inspired System. You can call me T.R.A.V.I.S. for short. I am the speaking

function of the Time Hopper 2000," the machine responded.

"What is a Time Hopper?" asked Jason.

"I believe that humans call it a Time Machine," it answered.

"You mean this really is a Time Machine?" questioned Jamal. "That old man back at the museum must have been telling the truth," he concluded.

T.R.A.V.I.S. went on to explain to the children that they would need to find the next puzzle piece in the shape of Spain in order to move on. "When the puzzle is complete, you will understand the importance of this journey..."

"Where are we now?" asked Stephanie.

"You are in Italy, seventh century B.C., somewhere on an ancient Celtic Farm," answered T.R.A.V.I.S.

"Where do we find the next puzzle piece?" the children questioned together. The door of the time machine swung open.....

"Out there," T.R.A.V.I.S. concluded.

The children walked out and began exploring the area. "It looks like it will be dark soon. Let's sleep in that barn," Sarah said as she pointed.

"Hey, what is this written on the side?" Jason asked.

The letters read:

"Go to sleep and when you awake,

save Romulus and Remus from your own mistake..."

"Wow, that is written in English. Someone must have left it here for us to read," Sarah replied, somewhat nervous about what they had found.

"I don't care about that right now. Let's get some rest," said Jason.

"I'll try," remarked Stephanie.

ROMULUS AND REMUS

The next morning–

"Hey, how did we get to this river? Look, there's a basket floating down the river," Jamal exclaimed.

"A wolf! Quick, let's get out of here!" shouted Stephanie.

"Wait a minute," Sarah hesitated. "This must be the story of Romulus and Remus. I remember reading about this in my Ancient History class. In that basket there are two babies. That mother wolf is supposed to take them back to her den with her. She will help them grow up until they are found. In later years, legend says that they will become the founders of the great city of Rome.

Oh no! We've distracted the mother wolf. Quick Jason, go and get the basket!" cried Sarah.

Jason waded into the water and picked up the basket. He slipped, however, and

sent the basket flying into the air. Jamal caught it and a note fell out. "Look! The next rhyme!" he shouted:

"Sleep on this ground tonight as if you were home,
In the morning you'll save the Republic of Rome."

"O.K., put the basket down. Quick, run in to those bushes!" whispered Jason. "Hey, the mother wolf is taking the basket back. I guess we have saved the story," Jason replied with a sigh of relief.

FOUNDING THE REPUBLIC OF ROME

"Wake up everyone," Sarah called out. "Look, we are outside the city of Rome during the war between the *Romans* and *Etruscans* in the sixth century B.C. I remember studying about this too. I had better explain some of the history during the time period when Rome became a Republic. Let me think," she paused. "At first there were *Kings* in Ancient Rome. A King was elected for life and he made all of the decisions. This form of government is called a Monarchy."

"The Roman people were mainly classified into three levels of society. *Patricians* were considered the highest level of society, born of royal blood, heirs to the throne and were the wealthiest of the three groups."

"When the King wanted to consult his people on questions of public interest, war...,he would send *Criers* or messengers that would go around the city with ox horns, calling citizens to the meeting place. Here, thirty men met as the *Assembly* and listened to the King's ideas.. Each man had one vote and the majority vote would decide the issue."

"*Equites* were as wealthy as Patricians, but were considered far below the patricians politically. They were considered the business people of the Republic."

Plebians included most of the population of early Rome. They were the artisans, traders, and peasants. They were considered free people, allowed to own property and vote. However, they could not enter into the priesthood, public office, and senate.

The lowest level of society were the *slaves*. They were legally considered a piece of property. Some bought freedom and became Plebians.

In *509 B.C., King Tarquinius* was overthrown by the Patricians during a revolt and the monarchy became a Republic." Sarah concluded, proud of her speech. The others glanced at each other, also impressed by Sarah's memory.

HORATIUS AT THE BRIDGE

13

"Look everyone, those bad guys are charging that fort trying to cross the bridge but that one guy is taking them all on himself!" Jason exclaimed excitedly. "That must be Horatius. When the Etruscans suddenly charged Rome, the Romans forgot to destroy the bridge, so Horatius ran out and fought the whole Etruscan army until the bridge could be destroyed. Then he turned and jumped into the water and swam to the safety of the city. I always thought that he was some kind of hero," Jason finished his thought, looking with admiration.

"Wait, look!" shouted Stephanie. "His armor is going to drown him. Jump in everyone and help him get to the city!" she demanded in a panic.

"Are you all right?" asked Jamal.

"Yes, thank you for saving my life. You look strange, but seem so kind. Please stay with me as my guests for the night," replied Horatius with sincere gratitude.

ROMAN/MYTHOLOGY

Later that night while they were asleep, each child was visited individually by

the spirits of some Ancient Roman Gods.

"J-A-S-O-N, J-A-S-O-N," beckoned a mysterious voice.

"Wh-what? Who's there? Who are you?" Jason answered reluctantly.

"I am the Roman God **Bacchus**, God of wine, fertility and wild behavior. I have come bringing a clue regarding your next puzzle piece," the ghostly figure continued.

"Isn't your name the same as my middle name?" questioned Jason. The spirit acknowledged him and then told him to listen carefully;

Unlike T.R.A.V.I.S. , you have no memory bank,
but you will find the next piece within a bridge plank...

Now sleep," he directed Jason and quickly vanished.

"Awaken Sarah," replied a soft spoken voice.

"Who are you? Why are you here?" Sarah responded with caution.

"I am **Diana**, the Roman Goddess of hunting and childbirth. We share a common name. I am here to give you a clue to find your next puzzle piece," the spirit answered;

"Use a sword to thrust the piece,
Out from a bridge-board,
Now go to sleep..."

And the spirit was gone.

Later in Stephanie's room, she was awakened by a strange voice calling out to her. "Who's there?" she called out as she shook with fear.

"Don't be afraid," replied the strange but strikingly

beautiful figure. "I am **Ceres**, Roman Goddess of growing things. I am here to bring you a clue about a puzzle piece;

"Look on the bridge and over the bog,
The piece will be found inside of the log..."

Again the entity vanished as quickly as it had appeared.

Finally, Jamal was visited by the Roman God of the Sea, Earthquakes, and horses, **Neptune**.

Although he was just as frightened as the others, he approached the spirit aggressively, questioning it's presence in his room. "I bring you a clue to help you find your puzzle piece," the spirit explained.

"Before the year of our Lord,
You will find the piece within a board..."

Jamal stood with a puzzled look on his face as the vision disappeared.

The next morning the four met at the bridge, each in hopeful anticipation to

complete the task that had been set before them in their dreams the night before.

"There it is. Get a sword!" shouted Sarah.

The puzzle piece is right where it was supposed to be," they all responded. Together they found the piece and the time machine appeared almost instantly. The children rushed in, put the piece in it's place and T.R.A.V.I.S. began to rise.

During the flight, T.R.A.V.I.S. told the four children about the story of the brave and mighty warrior Hannibal. Another adventure was about to unfold...

THE LIFE OF HANNIBAL

"Hannibal was born in *Carthage Africa*, son of the warrior *Hamilcar Barca*. Not much is known about his early years but at age nine, his father took him on his conquest of Spain and made him take this oath:

'I swear that as soon as age will permit, I will follow the Romans loathe at sea, and on land. I will use fire and steel to arrest the destiny of Rome.'

Hamilcar was killed in Spain during this conquest.

In later years as Hannibal reached manhood, he became a war hero as did his father before him. He attacked the Roman city of Saguntum. Rome declared the attack a break of the Rome and Carthage treaty, also called the 'Ebro 'Treaty', and

demanded that they surrender Hannibal. When Carthage refused, Rome declared war thus beginning the Second Punic War. And that is where we will land and begin the trek upon a War Elephant, together with Hannibal's army on his famous march through Gaul and the Alps.

The time is 218 B.C. and the place we begin is *Cartagena Spain*, also known as *New Carthage*,"T.R.A.V.I.S. finished his presentation and was immediately reduced to the size of a marble in Jason's hand.

Following a dazzling flash of light, the four children found themselves being tossed about in what seemed to be a large wicker basket. They were riding on the back of a huge War Elephant.

Jason put T.R.A.V.I.S. into his pocket. "Shhh, be quiet so that no one knows we're here," Sarah whispered. For the next few hours the four children settled into the crowded basket and tried to sleep.

ADVENTURES IN SPAIN

Suddenly there was a loud crash. "What was that?" yelled Jamal.

"Be quiet," Sarah replied angrily. "We don't want them to hear us!" she continued.

"What was that anyway?" asked Jason.

"Boulders," cried Stephanie. "The natives are throwing boulders at Hannibal's army," she shrieked as they peered over the edge of the basket.

During the next several days, they traveled into a city called "*Elche*." While they were in the city they came upon a statue. "Wow, this is a beautiful statue in an eerie sort of way", Sarah said as she admired the woman of stone.

"What's this inside of the hole?" asked Jamal pulling out a piece of paper. "It says:

"Travel with this army,
have no fear,
You will find the puzzle piece,
Upon the Greek Pier."

"Where is this Greek Pier? What do we do after we find the puzzle piece, that is, *if* we find the puzzle piece?" Jason questioned with a disturbed tone.

"On the back of this paper it says *Ampurias*. I think that is where we are supposed to find the Greece puzzle piece," Jamal answered.

"Well, you think right Jamal. I'm surprised that you figured it out. Ampurias is a port-city," Sarah explained with authority.

"Come on. Let's get back to the War Elephant before it's gone. Then we'll

never get to Ampurias," Sarah exclaimed.

They ran back to where the War Elephant was and quickly climbed up into the basket on top, unnoticed by anyone.

For the next several days the four children had to steal food and water from Hannibal's army in order to eat and drink. They didn't know if they could take any more suffering. Each thought about their warm beds at home and began missing their families. They considered the price that people had to pay to have freedom in history as well as modern times in the world. A lesson in appreciation for the "simple things" in life that they so often took for granted was learned by all.

One day, while they were crossing the *Ebro River* in *Spain*, Hannibal invaded a land where many fierce Celts lived. Rome had been alerted to the attack and declared it a violation of the existing treaty between Rome and Carthage. Rome demanded that Carthage surrender Hannibal to them. When they refused, Rome declared war. This was the beginning of the *Second Punic War*, 218 B.C.-201 B.C. In 218 B.C., Hannibal left *New Carthage Spain*.

"Great!" complained Jason. "Hannibal just caused the beginning of the *Second Punic War*. Now we've got Rome trying to kill him, and we're traveling with him and his army!" he looked with uncertainty at the others.

The next fifteen days were harsh. Everyone faced snowstorms, attacks from barbaric tribes, and landslides. They traveled through *Tarragona* and through *Barcelona*, two large cities in Spain, and finally to *Ampurias*.

The four children had been through the most difficult fifteen days of their lives. And yet, they had become stronger in will and appreciation for each precious day.

"I think we have finally made it to *Ampurias*. We had better start looking around for the puzzle piece," Sarah said anxiously.

"Here it is!" called Jamal as he pulled out the piece from the arm of a statue, just as it was about to fall off.

Suddenly, the four children realized that they had been followed. As they quickened their steps, so did the group of what must have been fierce *Celts* or other *Barbarians*.

Jason, shaking with fear, pulled T.R.A.V.I.S. out of his pocket but accidentally dropped him into the water.

"You idiot. Now look what you've done!" yelled Jamal.

Suddenly T.R.A.V.I.S. began to expand. The four children quickly jumped into the water, climbed into the time machine, and fit the puzzle piece into it's place. They were off!

THE CENTURIATE ASSEMBLY

"Whew!" That was close. I thought we were goners," said Jason, breathing a sigh of relief.

"Hey, I see land!" yelled Stephanie.

"She's right, there it is. Why are all those people on the hill?" asked Jamal.

"I think that is the 'Centuriate Assembly,'" Sarah exclaimed.

"You are absolutely right. Would you like me to take you there?" asked T.R.A.V.I.S.

"Yes!" they answered in unison.

Suddenly, the time machine rose up out of the water and sped off.

Soon after, they arrived and listened to the members of the assembly debating over the issue of whether or not they should fight...

"I say we fight!" a man from the audience shouted.

"No, no!" If we do, we may lose thousands of lives," another man cried out.

"Silence! We will take a vote," demanded the Presiding Officer. "Members of the assembly who support the issue, raise their right hand. Now those who do not support the issue, raise their right hand. The Herald will announce the results," he

concluded.

After the count was finished, the Herald announced that Flamininus and Philip of Macedon would go to battle, each leading an army of nearly 25,000 men.

This was the beginning of the Second Macedonian War. The issue was decided in 197 B.C. at

'Dog's Head,' another name for this hilly place. The Romans ended up winning the war and poor Philip V had to not only give up his land, but also pay a large war debt to them," Sarah stated.

"Let's get out of here and find the puzzle piece!" Jason exclaimed.

"Where do you think we can find a clue?" Jamal asked.

"Hey, what's that?" asked Stephanie.

"It looks like an ancient Greek Coin," said Sarah, looking closely at the piece.

Jason ran to pick it up. "It says something," he acknowledged.

Isthmanian Festival at Corinth,
Flamininus promised freedom to all Greeks,
After the games are over,
In the extravagance of their joy,
touch the hand of Flamininus.

"This must be a clue to the next puzzle piece!" Jason remarked, somewhat uncertain.

"It must be at the Isthmanian Festival," Sarah answered.

"Then let's go!", exclaimed Jamal.

"No, it is too far. We will never make it on foot," Sarah told the others.

Just then, T.R.A.V.I.S. appeared miraculously, once again.

"Oh, T.R.A.V.I.S., we need your help!" cried Stephanie.

"We have to get to the Isthmanian Festival to find the other puzzle piece, and it's too far for us to walk," said Jason.

"That isn't a problem. Climb in!" replied the metallic companion as the door to the time machine opened.

They climbed in and found themselves at the festival, just moments later.

"Wow, this is great!" Jason cheered.

"Hey, look over there!" Stephanie shouted, pointing to a person in the middle of the crowd.

"That must be Flamininus," Sarah replied.

"Isn't he the same guy that was mentioned in the last clue?" asked Stephanie.

"Yes, that's the one, and I bet he has the puzzle piece," Sarah answered.

Without saying a word, Jamal ran to the crowd and pushed his way through until he reached Flamininus. The man was barely able to move, surrounded by

people on all sides. He managed to reach into his cloth and pulled out the piece for Jamal. Ecstatic, Jamal thanked him and tried to work his way back to the others. At one point, he turned back to see Flamininus being nearly crushed by the people that were there to admire him and praise him for bringing peace to their land.

"Jamal, what are you doing? You could have been killed by the crowds of people!" shouted Sarah.

"I did it because I just want to get out of here," replied Jamal, exhausted from the experience.

"Let's get going!" said Stephanie, moving quickly away from the festivities.

Again, T.R.A.V.I.S. appeared almost immediately.

"Did you find the puzzle piece?" inquired the time machine.

"We sure did," Jason answered.

"Then we're off," T.R.A.V.I.S. exclaimed.

They all got in and Jamal placed the next puzzle piece into the map.

ASIA MINOR

"So, where to now?" asked Stephanie.

To one of the most important places in Asia Minor. It was the Greek kingdom of Pergamum, whose capital city of the same name was only less famous than Alexandria as a seat of art and culture. The kings were friends of Rome, and the last one, Attlus III, willed his kingdom to Rome on his death bed in 133 B.C. This led to the creation of Rome," T.R.A.V.I.S. explained.

"Well, let's get going," said Jamal.

Soon after, Jason picked up a stick and started playing with it. Suddenly the stick started writing something in the sand while Jason stood watching, baffled by what was happening.

Go the the death bed of Attlus III,
to find the ceramic golden bird,
to locate the next piece you will break it,
be not afraid, you must take it.

"Wow, this must be another clue!" exclaimed Stephanie.

"Yes, and I think we have to go to Attlus III to find the next puzzle piece," Sarah added.

"Let's go!" Jason said, looking forward to the mystery.

It was some time before they finally reached the castle of Attlus III. They went to his room and found him asleep.

"What are we supposed to do now?" Jamal muttered in a whisper.

"I don't know, look around for a golden bird, I guess," whispered Sarah.

"I can't find one anywhere," Stephanie remarked with a whining voice.

"Neither can I," Jason and Jamal responded in unison.

"There's no golden bird here," Sarah said as she leaned on a folded blanket.

A loud crash was heard by all.

"What was that?" asked Stephanie.

"I don't know, but I think it came from under the blanket!" exclaimed Sarah.

She lifted it up and there was some crushed pieces of gold. In the middle of the pile of broken glass, was the puzzle piece.

"Come on! I have the puzzle piece. Let's go!" Sarah whispered with a panicked tone.

They quickly ran out of the castle and in to the time machine. They slipped the puzzle piece into the map and were off to Gaul, or France as it is called in modern times.

A DAY WITH JULIUS CAESAR

T.R.A.V.I.S. lightly touched down in an Ancient Temple. The children quietly

exited the time machine and found a peculiar looking man, admiring a statue portraying himself.

"Where are we?" asked Jason.

It looks like we are in Rome, somewhere around 45 B.C. and by the looks of his clothing, that man must be Julius Caesar," Sarah explained.

"Admiring himself?" asked Jamal, sounding very surprised.

"Yes, I've read that he was very conceited," Sarah responded.

"Let's go and talk to him," Jason exclaimed.

"That may not be smart," replied Stephanie.

"You have come. I have been waiting for you", stated Caesar.

"Waiting for us?" questioned Stephanie.

"Come closer," he demanded.

"Let me tell you about myself," he boasted. I was born in Italy, in the nineteenth year of Marius. My earliest training was in the field of politics. It wasn't long before I realized that someone must have military strength in order to rise in power, so I led armies of Rome to great victories in many foreign lands. I eventually proved to be a military genius", he bragged.

"Do you know anything about our next puzzle piece in the shape of Egypt?"

asked Sarah.

"I'm sure you all have heard the saying, *all roads lead to Rome*, he paused, smiling at the children in an eerie way. Here is a map illustrating our unique ancient road system. Quite contemporary for it's time," he said.

"So we must follow an ancient Roman road, right?" questioned Jamal.

"Exactly. You will go north. The map will guide you to my notorious bridge and there you will find the puzzle piece," Caesar concluded.

AN ANCIENT ROMAN ROAD

"Great, where do we start?" asked Sarah, eager to begin her journey.

"You will begin on the Appian Way, an ancient Roman road, one of the first constructed. It will lead you to the bridge," he mumbled as he walked away.

"Thanks," everyone responded in unison as they began running.

"You will start at the half way point which is outside of this temple. The entire roadway goes on for almost 162 miles," Caesar added.

The four children left to begin their long hike to the bridge. For a while they admired the construction of the ancient roads. They were walking for what seemed to be an eternity, stopping only to eat and sleep. At last they reached what must

have been Caesars infamous bridge.

"We're here!" shouted Jason.

"Really," Jamal remarked sarcastically.

"So where is the puzzle piece?" asked Stephanie.

"I think I see it up there," replied Sarah.

They all looked up. Jamal extended his arms as far as they could reach. With a slight jump, he was able to release the puzzle piece from two pieces of rock in the bridge.

Everyone cheered and then remembered that they had left the time machine back in Caesar's Temple. Stephanie shrieked in a panic when she thought of their plight. Just then T.R.A.V.I.S. appeared and seemed to beckon the children to enter into the time machine. They all rejoiced as they climbed inside with a deep sense of gratitude and alliance to their metallic companion. Feeling secure and depleted, they were soon fast asleep.

A SIDE TRIP TO THE COLLOSSEUM

The children were awakened abruptly by what sounded like cheering from an

enormous crowd of spectators. T.R.A.V.I.S. explained that they were traveling back over Rome, heading south toward Egypt, and there must have been a Gladiatorial Contest taking place in the Colosseum. Jamal jumped up and demanded that they stop for a short time to observe the contest. "It's a chance of a lifetime guys!" he pleaded. With some reluctance, the others agreed to a brief stop where it would be safe to observe.

There must have been 50,000 spectators at the event. The spectacle began with fights between wild animals. In this case there was a rhinoceros and an elephant.

"Those poor animals!" protested Stephanie.

Then the gladiators came out into the arena and paraded around the circle. As they walked by the emperor's box, they called out, "Hail Emperor! We who are about to die, salute thee!"

"That's awful! Let's get out of here before something disgusting happens, pleaded Stephanie.

"Get a grip Stephanie. We can just stay for a few more minutes," said Jamal.

The gladiators had been paired off by drawing lots.

"These people are betting on which man will die and they are shouting with bloodthirsty excitement! This is barbaric. I've had enough!" cried Sarah.

Stephanie turned her head the other way while the others continued to watch until a gladiator fell. The victor looked to the emperor for a decision. It was Caesar!

"How did he get here?!" shouted Jason.

"Look, he pointed his thumb down. What does that mean?" asked Jamal.

Almost instantly, the time machine vanished with the four children, baffled by the experience. "When the emperor points his thumb down, the gladiator must die. I don't think you need to observe any more. You are from a different time and place. These customs are impossible for you to understand," explained T.R.A.V.I.S. in a compassionate way.

"Egypt, here we come! Only three more pieces and we're on our way home. There's no place like home... There's no place like home..." Stephanie repeated as she gazed up at the map.

"Oh please Stephanie!" mocked Jamal.

ON TO EGYPT

The time machine touched down with a loud rumbling noise.

"I think we're here," Jason said.

"Yes, but where is here?" asked Sarah.

"Ask T.R.A.V.I.S.," suggested Jamal.

"We are in Egypt, 27 B.C., the time machine answered.

The door opened and they were in the back alley of a city. They climbed out of the time machine and it began shrinking. The four children looked around them as they reached the end of the alley.

"Look. I bet that man is Octavian," Stephanie replied.

"Who in the world is he?" asked Jason.

"Well, his real name was *Gaius Julius Caesar Octavianus*. He was a great emperor in 27 B.C. This was the time when the Roman Republic ended and the Roman Empire began under the power of Augustus. Augustus was the name given to Octavian meaning, 'the exulted.' At the beginning of his reign, he knew that the people wanted all of the fighting to stop. So he finally brought the fighting to an end. The peace that he started lasted for nearly 200 years. This time was called the Pax Romana," she boasted, proud of her recollection.

"I remember that guy too," Jason replied. He had many great achievements. He kept an honest government and brought free trade to the provinces. He also developed an efficient postal system and started new colonies. That was most of Octavian's life," explained Jason, directing his attention back to Stephanie.

"Wait. Wasn't there someone named Antony in the story," she recalled.

"Oh yes, I forgot," replied Stephanie. In 40 B.C., Antony married Octavian's sister, Octavia, but left her for Cleopatra, the queen of Egypt. All of the Roman's were afraid of of Cleopatra. Octavian went to war against Antony and Cleopatra. They were defeated and within a year they committed suicide together," acknowledged Stephanie.

"Well, now that we've had our history lesson, can we start looking for the puzzle piece? Hey, I wonder what is under this tarp," Jamal remarked as he lifted the awkward cover.

"Look!" It's the puzzle piece of Britannia. That must be like Britain today," Jason exclaimed.

"Great! Now we can move on to the next place. Home is getting closer all the time," said Stephanie, relieved at the thought.

Their metallic companion responded to their call at once and soon the children were placing the Britannia puzzle piece on the large map inside the time machine. As the piece settled into position, the vehicle departed, vanishing into thin air.

A DETOUR TO VESUVIUS

"What is happening?" asked Jason.

"We are in Pompeii, August 15, 79 A.D.," answered T.R.A.V.I.S.

"Wait a minute. Isn't that when Mt. Vesuvius was suppose to erupt?" asked Stephanie, fearing the worst scenario.

"Yes," answered the time machine.

"That explains all of this shaking I guess," said Jamal, trying to remain calm.

"We have landed near a boat house where 40 people and a horse had died," T.R.A.V.I.S. stated.

"Look! That guy is trying to push a boat into the water to get away!" exclaimed Jason.

"He will die there," responded the time machine.

"Wait a minute. Shouldn't we be getting out of here before we are killed?" asked Stephanie with apprehension.

"No. You are perfectly safe. Nothing can hurt you here," said T.R.A.V.I.S.

"Cool! Can we walk around outside?" asked Jamal.

"If you would like; however, wear these gas masks," T.R.A.V.I.S. stated.

"Come on guys, let's go!" yelled Sarah.

"Take this. With it you can talk to me," the time machine responded once again.

When the four children stepped outside, it was dark. The time was 6:30 a.m. according to the clock inside the time machine. Ash was falling from the sky and the children walked by a Palaestra, (an ancient gymnasium) and past to the Nucerian Gate.

"Why are the roads grooved like this?" Stephanie asked.

T.R.A.V.I.S. told them that the reason for this was because the cart wheels fit in the notches and people walk on the raised part so that their feet wouldn't get wet if it was raining.

The children saw many people killed as they were walking and they realized that several were heading back to the beach. They felt fortunate to be safe and yet each felt a nauseating sense of guilt and helplessness for the people surrounding them.

"I wonder what is happening," said Jason through his gas mask.

Sarah began to tell the others a story that she had remembered when she studied about this event. It was about a man named Pliny. He was an elder who tried to rescue the people but failed and actually died himself," she concluded with a sad tone.

The four children soon realized that they were in the wrong place and ran back

to the time machine. On the way there, they saw people crowding into the boat house. They saw a slave girl and a baby going in and Jason yelled, "Hey, lady! Don't go in there. You'll die in there!"

T.R.A.V.I.S. called the children back on the microphone saying, "now heading to Southern Britain, also known as Britannia. You will need to meet a man named 'Claudius' to find the next puzzle piece," the time machine replied with a sense of urgency.

Jason was staring with a blank look on his face, still numb from what he had just seen.

"T.R.A.V.I.S. . Do you think we can bypass any more detours like that last one?" Stephanie pleaded as they settled once again into the comfort of their temporary dwelling place.

BRITANNIA

The time machine settled to the ground with a thud. Jason was the first one to rush outside.

"Wow! What is that massive structure?" he asked, looking upward.

Everyone rushed over to get a closer look.

"That is a structure used for carrying water from one place to another. It is called an aqueduct," Sarah replied, looking at it carefully.

"It doesn't look finished," Jamal observed.

"Ya, those men must still be working on it," said Stephanie.

The children sat down and watched one man dressed rather elaborately overseeing the workers. Then a woman approached him, offering a mug filled with something to drink.

"You look parched sir. Please take this to quench your thirst," she said, looking at the man with a smile.

He took the mug, thanked her, then proceeded to quickly drink all of its contents.

The woman immediately ran away.

Soon after, the man was ailing and staggering on his feet. He grabbed his throat and fell to the ground.

Alarmed by the incident, the children quietly ran over to see what had happened.

"He's dead!" shrieked Stephanie.

"S-h-h-h! I think I know who this is," whispered Sarah in dismay. This is 'Claudius. He was a sovereign ruler from around 41-54 A.D. when he died. He

built aqueducts and drained marshes He married several times. When he married 'Agripping', he adopted her son Nero. Later Agripping killed Claudius so Nero would be Emperor. That woman with the mug must have been her," exclaimed Sarah.

"There's something in his hand," remarked Jason quietly.

Jamal picked it up. "It has something written on it," he replied anxiously.

The final piece will look like a star,
To bring you back from travels afar,
From past to present,
Though the name has changed,
The song of this capital still remains."

"Come on. Let's go!" roared Jason.

The four children raced to the time machine, each realizing that their task was nearly complete.

"Where do we go next?" asked Sarah.

"Now to 'Hadrian's Wall' for one more brief detour," answered T.R.A.V.I.S.

"Oh, no!" cried Stephanie.

"Don't worry. This is a detour with a purpose. The wall was built to protect England from Scottish raiders," T.R.A.V.I.S. explained.

The door to the time machine opened and the children rushed out.

"It's beautiful!" sighed Stephanie.

They walked along the wall for a while, enjoying the immense structure.

"Look! It's the star!" screamed Sarah.

Jamal quickly snatched it from the wall.

The children wasted no time as they rushed back to the time machine to put the final piece into the puzzle.

They huddled together around the completed puzzle, smiling at one another. There was a great sense of accomplishment and yet, they seemed rather heavyhearted, reflecting back on all that they had been through together. They were determined to make the final phase of their journey one they would always remember.

CONSTANTINOPLE- 330 A.D.

As they landed, T.R.A.V.I.S. said, "We have landed in the town square of Constantinople, near an aqueduct. I would like for you to go the the 'Hagia Sophia' which is a mosque."

As they were walking to the mosque, they saw a column with a statue of a man on it. At the bottom, there was a man admiring it. Stephanie said, "There is

Constantine! He was the founder of the city of Constantinople."

Suddenly, Constantine spun around saying,"You have finally arrived." His eyes were glaring at the children as he smiled and began laughing.

"What do you mean?" Jamal asked in a serious tone.

"Have you forgotten so soon? I was the one who had foretold you of your quest back at the museum," he remarked.

"Maybe you could tell us something about your life so that we can write a report about your life story when we go home?" Sarah questioned, feeling uneasy about the man.

"Very well," Constantine acknowledged as he began his story. "I was born in A.D. 275. In 305, my father died and in 306 I succeeded him. In 312, I experienced a strange vision before going to battle. In it I was foretold that I would surely win the battle if I fought under the sign of the cross. I imagined that it might have been a prophesy so I thought it best to comply. The Greek letters Chi and Rho were marked on my soldiers shields to represent the first letters of Christ's name. I won the battle and the people of Constantinople erected the 'Arch of Constantine' for me. Because I won the battle under the sign of the cross, I decided to become a Christian. Under my ruling, Christianity became legal and I

returned all of the seized property of the Christians. On my death bed, I was baptized a Christian," he concluded, still staring off into space.

"Wait a minute. Where is the puzzle piece?" Sarah interrupted.

"I have a poem that is a clue:

Within the gate,
lies your h?me state,
watch carefully though for the light to shine,
for only this beam will reveal the outline.

Go now. Your time is running short," he concluded.

"I know where that is! The gate was only used for coronations and other special events," shouted Jamal.

"Congratulations. You know exactly where to go," Constantine remarked as he pointed to the north. And then he vanished, leaving the children alone.

"Come on. We have no time to waste. We need to find that gate!" exclaimed Stephanie.

As the children were running, they say some more aqueducts and remnants of inner walls. There were also crowds of people. When they came to the gate, they realized why they would not be able to find the piece at first glance. The piece was golden and so was the gate!

Suddenly, a beam of light flashed off of a guard's sword and it radiated the outline of the state of Michigan. The children were astonished. "This is just like being part of a movie!" Stephanie exclaimed as she stood, dumbfounded by the experience.

"Get the piece, quickly before the light is gone!" Sarah shouted.

The others cheered as Jamal released it just as the light faded and the piece began blending back into the gate.

When the children took the piece back to the time machine, Jason asked T.R.A.V.I.S. why he had them go to the Hagia Sophia. "Because, it was necessary for you to meet up with Constantine once again," replied T.R.A.V.I.S.

Sarah placed the puzzle piece into a different slot this time than had been illuminated by T.R.A.V.I.S. Their task was finally complete. 'HOME AT LAST!" cried Stephanie.

CONCLUSION

The four children sat in silence, wondering where T.R.A.V.I.S. was taking them.

"T.R.A.V.I.S.. Where are we going?" asked Jason.

"That is classified information," the time machine replied.

The children sat in their chairs, somewhat baffled. They had been sitting for quite some time and T.R.A.V.I.S. refused to tell them where they were going.

"Notice: The captain has turned on the fastened seat belt sign. Please return your tray tables to their upright and locked positions. We will be landing shortly," a strange voice concluded.

"T.R.A.V.I.S.! Will you just..." before Sarah could finish her sentence, there was a bright flash of light.

"Where are we now?" questioned Jamal.

"H-O-M-E S-W-E-E-T H-O-M-E," T.R.A.V.I.S. mumbled.

The door opened and a strange, mechanical voice spoke:

"The Time Reversal Active Voice Inspired System's power source has been exhausted. This mechanism will recharge in approximately 7 days," the strange voice concluded.

"Let's get out of here!" shrieked Stephanie.

They all ran over to the door and yanked it open.

"We're Back!" Sarah screamed gleefully.

They all ran out of the time machine and began jumping and cheering, celebrating the moment.

"Wait a minute!" Stephanie screeched.

"We've been gone for weeks! Everyone will be looking for us!" she exclaimed.

"Just get going. Wait, what about T.R.A.V.I.S.?" asked Jason.

They all turned around and noticed that the time machine had once again shrunk to the size of a marble.

"That's handy!" Jason replied with a smile while he put T.R.A.V.I.S. in his pocket for the last time.

The children decided that they would go and see Jamal's parents first since his house was closest to the museum.

They found that no one was home and were about to leave when the time machine fell out of Jason's pocket and began growing to normal size.

They children quickly hid T.R.A.V.I.S. in Jamal's garage for the mean time, hiding the large metallic ball under a giant tarp that they found lying in a corner.

Next, they walked over to Jason's house. As soon as they knocked, the door

opened and Jason's mother stepped out.

"Back already! I thought I told you to go to the museum!" she remarked impatiently.

"But we've been gone fo-fo-for-r-r," Jason stammered.

"Ten minutes!" his mother concluded "That's it. I am getting my coat on and we are going to the museum together!" she stated in a firm tone, slamming the door. The four children stood staring at each other, unable to speak for a moment.

"Do you mean to tell me that we went through all of that and nobody even knew we were gone!" Stephanie shouted.

"Hey! People would pay a lot to ride T.R.A.V.I.S," Jason said enthusiastically.

"The others turned around, looked at Jason for a moment, and then screamed in unison,

'NOT!"

The End.

SUGGESTED ACTIVITIES FOR EACH SECTION

AN ANCIENT CELTIC FARM

- Depict a scene, describing or illustrating life in early Rome on a Celtic Farm. Some suggestions may include: constructing a model, drawing a mural, writing a story about an imaginary family, (describe the role of family, i.e. how it was organized, values...)

- Investigate how the location of Rome affected its foundation and growth.

ROMULUS AND REMUS

- Read "The Legend of Romulus and Remus." Allow students to debate in teams, whether or not the story is true. Students will need to be able to justify their positions.

- Create a drama based on the Legend.

FOUNDING THE ROMAN REPUBLIC

- Research and discuss each form of government– monarchy, democracy, and oligarchy. Discuss arguments for and against each type. Make comparisons to U.S. government.

- Involve students in "panel discussions," where they must represent one form of government and decide views on issues based on the form that they have chosen to be a part of.

- How was the early Roman Republic organized and how did it work? (Compare to Athens, Greece...).

ROMAN MYTHOLOGY

- Locate several books/resources on the topic of ancient Roman mythology.

- Develop a comparison of Ancient Greek/Ancient Roman Mythology.

- Create a written invitation for an Ancient Roman God or Goddess to visit for dinner, house guest, or other designated time. Include references to particular meal requests, preferable behavior and accommodations, as well as any other suggestions that the host/hostess should be aware of.

- Construct a product that will be presented in an advertisement, based on the name of an ancient Roman God or Goddess.

THE LIFE OF HANNIBAL/ADVENTURES IN SPAIN

- Students may read and report on the life of Hannibal. Then, allow them to plan an adventure simulating his infamous journey across the Alps and beyond...

- Who was the "Lady of Elche?" Allow students to investigate the Spanish city, statue, and story surrounding her life.

MACEDONIA

- The Centuriate Assembly- Locate information describing the Ancient Assemblies that were held in Greece and Rome. Stage a class Assemble, including a Presiding Officer and others held in Greece and Rome. Stage a class Assemble, including a Presiding Officer and other members, to debate over issues found in ancient history. Add some "news flashes" , or bulletins that need immediate attention, (i.e. An army about to attack a place nearby. Townspeople protesting

outside of the building over an issue in history...).

- What happened during the Second Macedonian War, between Philip V and Flamininus? How did the formation of the army make a difference when each side had nearly the same amount of soldiers fighting?

AN ANCIENT ROMAN ROAD

- After researching the ancient road systems constructed in Rome, allow students to try and "re-construct" a model road system of that time period.

- Design a map that illustrates the "Appian Way" road system.

ON TO EGYPT

- Invite a pastor or other authority to discuss the rise of Christianity during the reign of the Roman Empire. How did the Pax Romana help to spread Christianity? Describe the blending of Judaism and Hellenism. Investigate the differences between Stoicism and Christianity.

– What really happened to Antony and Cleopatra? (We found several conflicting accounts of their lives and cause of death. It may be fascinating to allow the students to investigate the possibilities!)

A DETOUR TO VESUVIUS

– There are several excellent books, articles, and audio-visual aids depicting the story of Mt. Vesuvius and Pompeii. (Local video rental stores and libraries may carry the National Geographic video tape based on this story as well).

– Because of the fascination that children have with the mystery and intrigue of the story, have them collect as much information as possible for discussion and then spend a day or more discussing the subject. Include a movie, (along with popcorn!) and other creative ideas to "enhance the atmosphere" for this activity.

BRITANNIA

– Re-construct a model of an ancient aqueduct. Allow students to try and make the system really work to better understand the concept.

- Research and report on aqueducts that are still standing or being used today around the world.

CONSTANTINOPLE- 330 A.D.

- Read and discuss the life of Constantine. How was he involved in making Christianity an official religion?

- Investigate the moving of the capital to Byzantium, now Istanbul.

- Locate the song whose melody refers to the capital Istanbul formerly being Constantinople.

BIBLIOGRAPHY

Bissel, S. *The Secrets Of Vesuvius.*
New York: Madison Press, ltd., 1990.

Caselli, G. *The Roman Empire and The Dark Ages.*
New York: Peter Bedrick Books, 1985.

Encyclopedia Britannica, 1973. Vol. 17: 605–606. Vol. 2: 156–157. Vol. 10: 811. Vol. 19:
367–368. Vol. 20: 1084–1085.

Funk and Wagnalls Standard Reference Encyclopedia, 1970. Vol. 2: 20.

Gonzalez, J.L. *The Story of Christianity.*
New York: Harper & Row, 1984.

Mequel, Pierre. *Silver Burdett Picture Histories, Life in Ancient Rome.*
New York: The Hanlyn Pub. Group Ltd., 1980.

National Geographic Magazine. Majical View of Old Constantinople,
Vol. 164, No. 6 (December, 1983), pp. 721–739.

Robinson, C.A. Ancient History.
New York: The Macmillan Company, 1956.

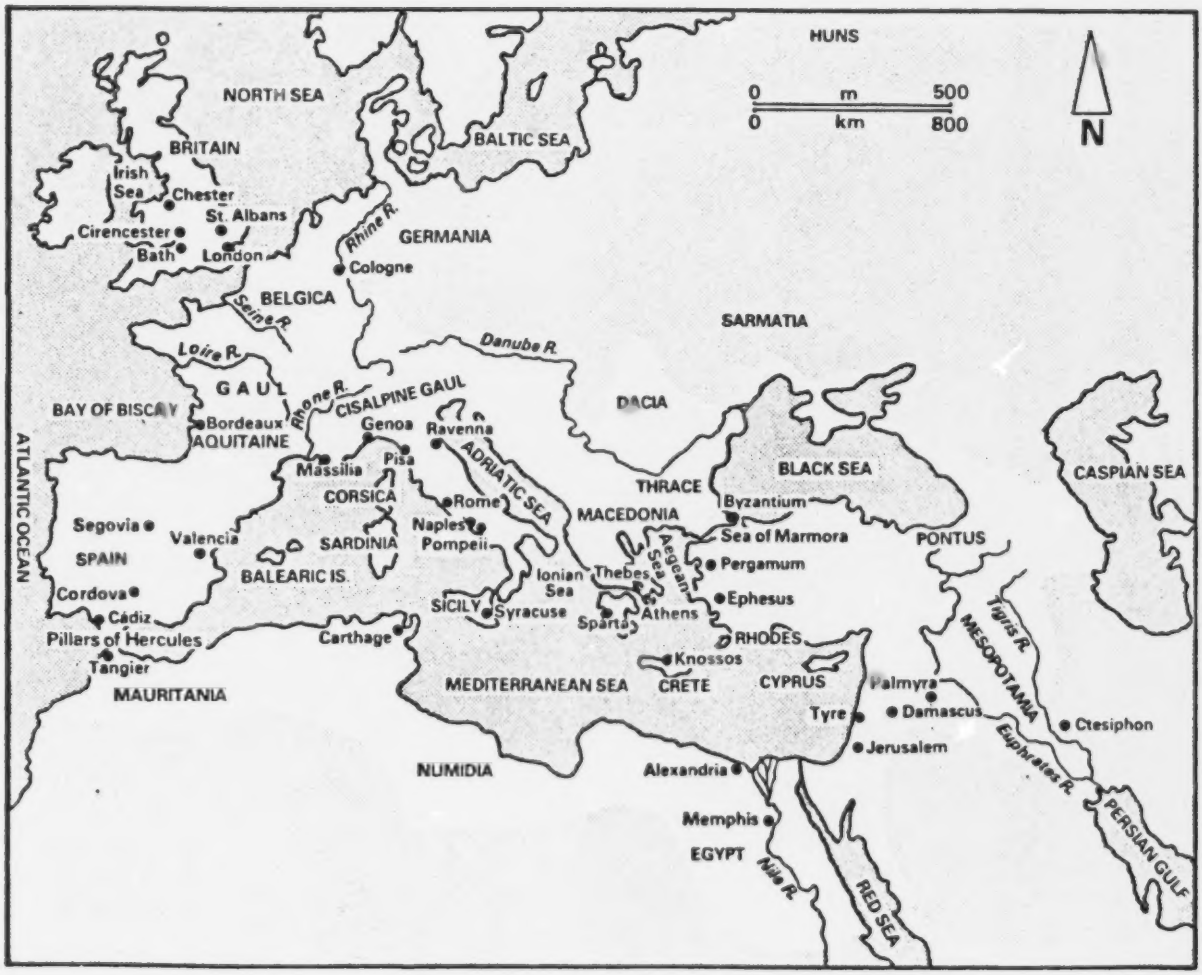
Roetzel, C.J. *The World That Shaped the New Testament.*
Atlanta: John Knox Press, 1985.

Severy, M. Greece and Rome, Builders of our World.
London: National Geographic Society, 1968. Vol. 18: 296–297, 304–305.

Social Science Staff of the Educational Research Council of America. The Human Adventure–
Greek and Roman Civilization.
New York: Allyn and Bacon, Inc., 1975.

The World Book Encyclopedia, 1988. Vol: P, No. 15: 255.; Vol: G, No. 8: 390–399; Vol: So–Sz, No. 18: 746–749; Vol: Ci–Cz, No. 4: 656.

THE ROMAN EMPIRE c.117 A.D.



© Martin Greenwald Associates, Inc

ITALY

63

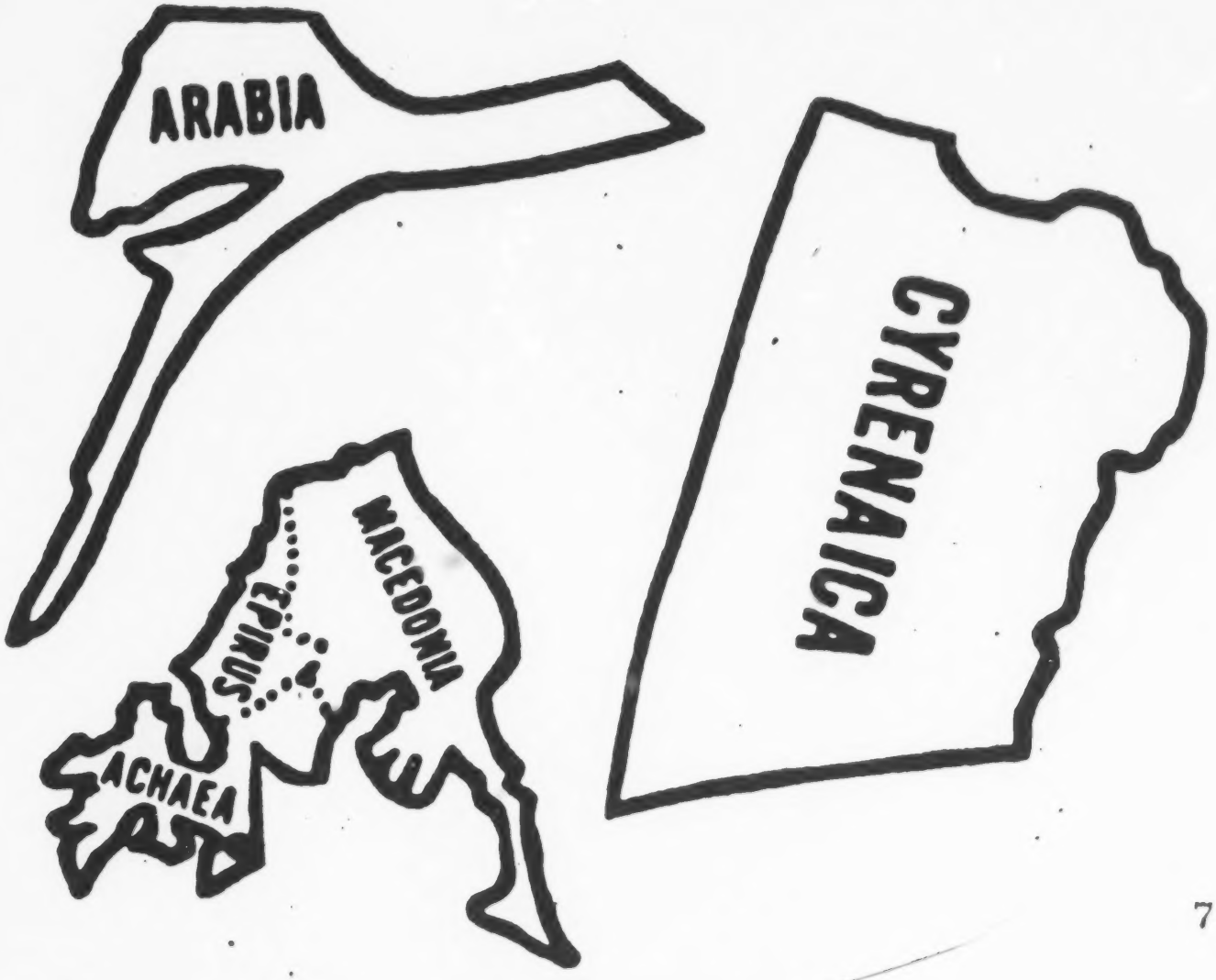
64

MAURETANIA

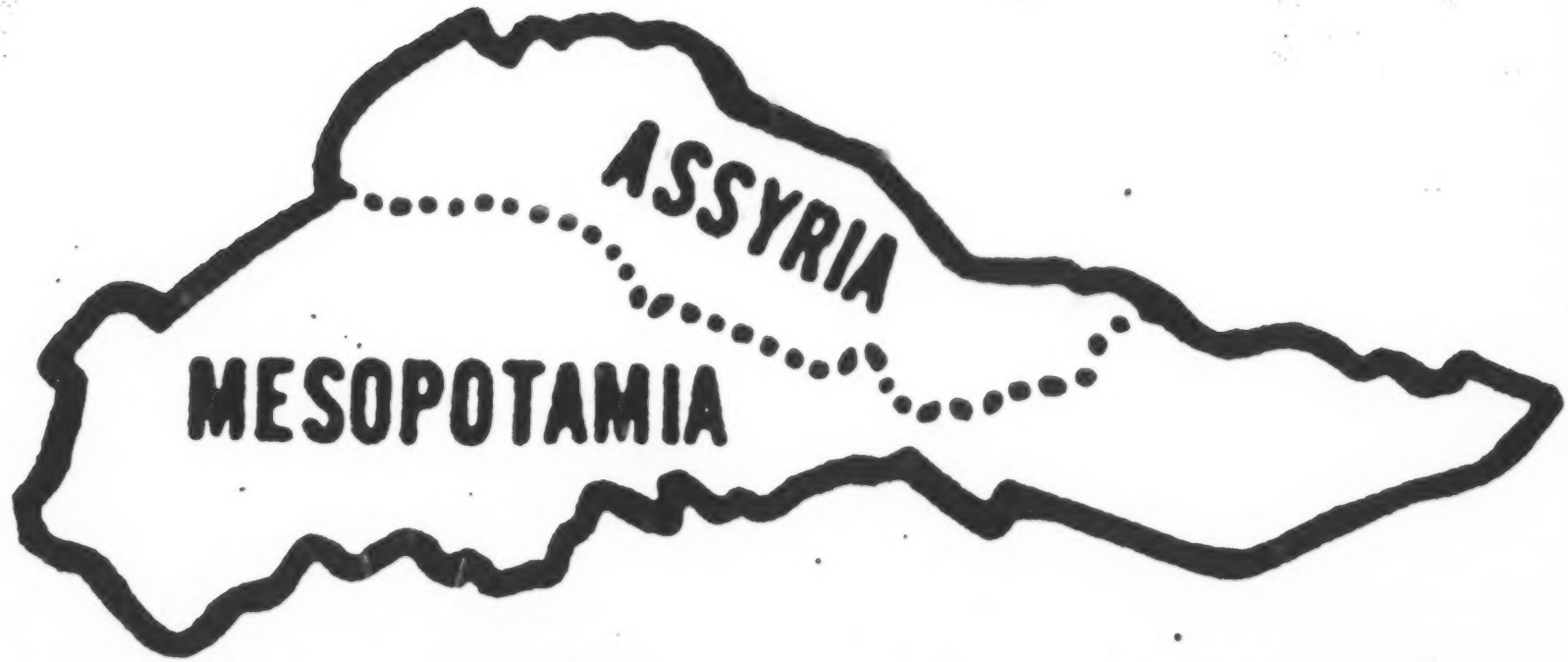
HISPANIA

SYRIA
JUDAEA

DACIA
MOESIA
THRACE


ARABIA
CYRENAICA
MACEDONIA
EPIRUS
ACHAEA

BITHYNIA
PONTUS
GALATIA
ASIA
CAPPADOCIA
CILICIA


ASSYRIA
MESOPOTAMIA

RAETIA
NORICUM
PANNONIA
ILLYRICUM

ARMENIA

GAUL

BRITANNIA

EGYPT